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Franchise Special

Time Line

Syphon Filter (1999)

Syphon Filter 2 (2000)

Syphon Filter 3 (2001)

Syphon Filter: The Omega Strain (2004)

Syphon Filter: Dark Mirror (2006)

Syphon Filter: Logan's Shadow (2007)

Syphon Filter: Combat Ops (2007)

Syphon Filter (1999)

Syphon Filter (1999) is a third-person stealth-action game developed by Eidetic (later known as Bend Studio) and published by Sony Computer Entertainment exclusively for the PlayStation console.

It is considered one of the flagship titles for the PlayStation and helped popularize stealth gameplay on consoles.

Set in a contemporary setting, Syphon Filter follows Gabriel Logan, a covert operative working for a secret government agency called The Agency.

Syphon Filter (1999)

The game revolves around uncovering and stopping a dangerous biological weapon called the Syphon Filter, which has been stolen and could be used for bio-terrorism.

The story involves espionage, conspiracy, and bio-weapons.

Logan teams up with fellow agent Lian Xing to prevent the weapon from being used.

The story explores themes of trust, betrayal, and the moral ambiguities of covert operations.

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Syphon Filter (1999)

Syphon Filter`s gameplay style is Stealth and Combat based which Combines sneaking, tactical shooting, and timed puzzles.

Syphon Filter is a Third-Person shooter.

Players control Gabriel Logan and infiltrate enemy facilities, eliminate threats, and gather intel.

Players have access to various firearms, grenades, and gadgets.

Missions range from stealth infiltration to direct firefights, with an emphasis on avoiding detection when possible.

Syphon Filter (1999)

Syphon Filter uses a Cover System which can be Utilized to hide and strategize during gunfights.

Syphon Filters Environments include Urban settings, enemy bases, underground labs, and more.

Enemies react dynamically, requiring players to adapt their tactics.

Syphon Filter Stealth Mechanics include the use of the shadows, noise, and timing to avoid detection.

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Syphon Filter (1999)

Syphon Filters Cinematic Presentation Cut-scenes and voice acting add to the immersive experience of the game.

Syphon Filter gained Critical Acclaim and was Praised for its compelling story, engaging gameplay, and solid stealth mechanics.

Syphon Filter is Recognized as one of the definitive third-person stealth shooters of its time and for pioneering stealth gameplay on consoles.

Syphon Filter (1999)

Syphon Filter is regarded as a classic in the stealth-action genre, inspiring sequels and influencing other stealth games on consoles.

Its success helped establish Bend Studio as a notable developer and contributed to the evolution of stealth gameplay outside of PC titles.

Syphon Filter 2 (2000)

Syphon Filter 2 (2000) is the highly acclaimed sequel to the original Syphon Filter, developed by Eidetic (later Bend Studio) and published by Sony Computer Entertainment for the PlayStation.

It builds on the foundation of the first game, offering deeper gameplay, a more complex story, and improved graphics.

Syphon Filter 2 (2000)

Set shortly after the events of the first game, Syphon Filter 2 continues the story of Gabriel Logan and Lian Xing as they investigate the aftermath of the bio-weapons crisis caused by the Syphon Virus.

The game delves into government conspiracies, betrayal, and rogue factions within the CIA.

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Syphon Filter 2 (2000)

Logan and Lian work to uncover the truth behind the conspiracy and prevent a new bio-weapons attack.

The story explores themes of trust, loyalty, and moral ambiguity, with twists and turns that deepen the series' lore.

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Syphon Filter 2 (2000)

Syphon Filters gameplay combines stealth tactics with intense gunfights.

Enemies are now smarter than in the first game, requiring players to use cover, tactics, and stealth to survive.

Syphon Filter has Multiple Paths & Approaches
Missions can be approached with stealth or direct assault.

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Syphon Filter 2 (2000)

In Syphon Filter 2 Weapon Customization & gadgets enhances strategic options.

Syphon Filters 2 environments, includes labs, urban areas, and underground facilities.

The game has Enhanced Graphics & Animations with Significant improvements over the first game, offering more detailed environments and character models.

Syphon Filter 2 (2000)

Syphon Filter 2 gained Critical Acclaim for its improved gameplay mechanics, engaging story, and sophisticated AI.

Syphon Filter 2 is Considered one of the best stealth-action games on the PlayStation, cementing Syphon Filter as a flagship franchise for Sony.

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Syphon Filter 2 (2000)

Syphon Filter 2 is often regarded as a high point in the series, expanding on the original's mechanics and narrative depth, and influencing future stealth-action titles on consoles.

It solidified the franchise's reputation for delivering a compelling mix of stealth, action, and storytelling.

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Syphon Filter 3 (2001)

Syphon Filter 3(2001) is the third installment in the Syphon Filter series, developed by Eidetic (later Bend Studio) and published by Sony Computer Entertainment for the PlayStation.

Syphon Filter 3 continues the story of covert operations, conspiracy, and bio-weapons, offering improved gameplay.

Set shortly after the events of Syphon Filter 2, Syphon Filter 3 follows Gabriel Logan and Lian Xing as they uncover a conspiracy involving rogue CIA factions, bio-weapons, and a secret organization called The Shop.

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Syphon Filter 3 (2001)

The game explores the aftermath of previous bio-weapons crises, revealing hidden agendas within the U.S. government.

Logan and Lian work to prevent a bio-weapons attack and expose the corrupt elements within their own agency.

The story introduces new characters and deepens the series' lore, emphasizing themes of trust, betrayal, and moral ambiguity.

Refined Mechanics Continues to blend stealth with gun-play, offering more fluid controls and combat options.

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Syphon Filter 3 (2001)

Syphon Filter 3 has many Approaches that Players can choose from including stealth or aggressive tactics for completing missions.

Syphon Filter 3 received Critical Praise for its story depth, improved gameplay mechanics, and cinematic presentation.

Syphon Filter 3 one of the best entries in the series, further cementing Syphon Filters status as a flagship PlayStation stealth-action video game.

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Syphon Filter: The Omega Strain (2004)

Syphon Filter The Omega Strain (2004) is a spin-off entry in the Syphon Filter series, developed by Bend Studio and published by Sony Computer Entertainment for the PlayStation 2.

It introduces new gameplay mechanics and features, expanding the franchise into a more multiplayer-focused experience.

Set after the events of Syphon Filter 3,The Omega Strain follows Gabriel Logan once again as he investigates a new bio-weapons threat.

Syphon Filter: The Omega Strain (2004)

Syphon Filter: The Omega Strain had Mixed Reviews and was Praised for its multiplayer features and tactical gameplay but criticized by some for less compelling single-player content and technical issues.

Syphon Filter: The Omega Strain is Recognized for pioneering online multiplayer modes in the series, although it diverged from the traditional Story-driven gameplay of earlier titles.

Syphon Filter: The Omega Strain marked a shift toward multiplayer and online gameplay within the franchise.

Syphon Filter: The Omega Strain (2004)

It aimed to modernize the series by incorporating online cooperative and competitive elements, though it is often remembered more for its multiplayer than its single-player campaign.

Syphon Filter: Dark Mirror (2006)

Syphon Filter: Dark Mirror (2006) is a PlayStation Portable (PSP) entry in the Syphon Filter series, developed by Bend Studio and published by Sony Computer Entertainment.

It continues the story of covert operations and introduces new gameplay elements tailored for the portable platform.

Set after the events of Syphon Filter The Omega Strain, Dark Mirror follows Gabriel Logan as he investigates a new bio-weapons threat involving a mysterious virus called the Dark Mirror.

The game explores themes of bio-terrorism, conspiracy, and betrayal.

The story revolves around uncovering a conspiracy involving a biotech company and rogue factions attempting to unleash the virus.

Syphon Filter: Dark Mirror (2006)

Logan and his allies work to prevent a global catastrophe.

The narrative delves into covert operations, with betrayals and moral dilemmas, consistent with the series' tone.

Syphon Filter: Dark Mirror Blends stealth tactics with third-person shooting gameplay, adapted for portable controls.

The games Mission Structure Features a variety of objectives, including infiltration, elimination, and intel gathering.

The games Environmental Interaction and Use of shadows, cover, and gadgets to complete missions stealthily.

Compact levels designed for handheld gameplay, with multiple approaches and replayability.

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Syphon Filter: Dark Mirror (2006)

Replayability there are Multiple paths and optional objectives encourage replay.

New Gameplay Mechanics Introduces features like a cover system and tactical options suited for portable play.

Syphon Filter Dark Mirror received Critical Response and was Praised for its engaging gameplay, story, and technical achievements on the PSP.

Syphon Filter: Dark Mirror is Considered one of the best entries in the series for the portable platform, maintaining the franchise's reputation for stealth and action.

Dark Mirror demonstrated how the Syphon Filter series could adapt to handheld gaming, delivering a full stealth-action experience on the PSP with compelling storytelling and gameplay that fans appreciated.

Syphon Filter: Logan's Shadow (2007)

Syphon Filter Logan's Shadow (2007) is a PlayStation Portable (PSP) installment in the Syphon Filter series, developed by Bend Studio and published by Sony Computer Entertainment.

It continues the story of covert operations and introduces new gameplay features tailored for the handheld console.

Set after the events of Dark Mirror, Logan's Shadow follows Gabriel Logan as he investigates the mysterious disappearance of a U.S. military team in a conflict zone.

Syphon Filter: Logan's Shadow (2007)

The story uncovers a new bio-weapons threat involving a dangerous nano-virus and political intrigue.

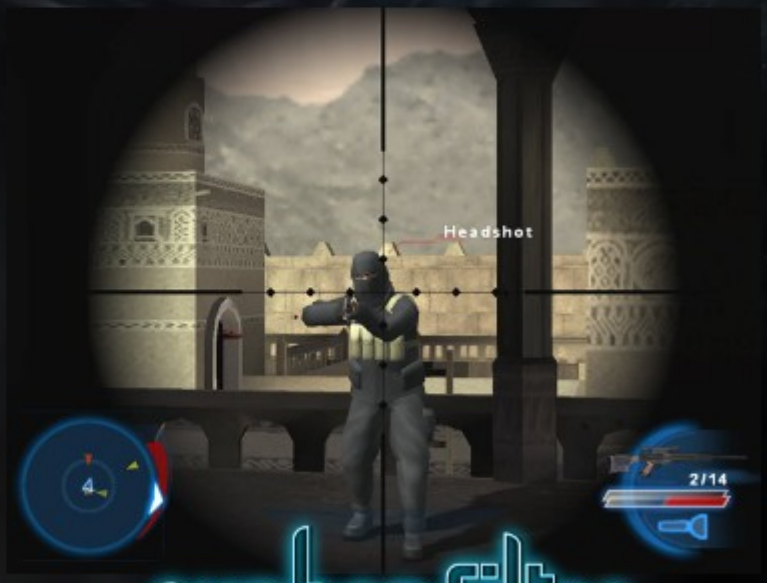
The game revolves around Logan's mission to uncover the truth behind the missing soldiers and the bio-weapons plot.

It features betrayals, secret agendas, and moral dilemmas, consistent with the series' tone.

The story explores themes of loyalty, conspiracy, and the consequences of covert warfare.

Syphon Filter: Logan's Shadow (2007)

Syphon Filter: Logan's Shadow uses stealth tactics with third-person shooting, optimized for portable play.



The Mission Structure Includes infiltration, reconnaissance, and combat sequences with multiple approaches.

Compact, multi-layered levels designed for on-the-go gameplay, emphasizing tactical decisions.

Syphon Filter: Logan's Shadow (2007)

Syphon Filter: Logan's Shadow received Critical Response and Praised for its engaging gameplay, story and technical achievements on the PSP.

Legacy Considered one of the best portable entries in the series, maintaining the franchise's reputation for stealth-action gameplay.

Logan's Shadow demonstrated how the Syphon Filter experience could be successfully adapted to portable gaming.

Syphon Filter: Combat Ops (2007)

Syphon Filter: Combat Ops(2007) is a multiplayer-focused third-person shooter developed by Bend Studio and published by Sony Computer Entertainment exclusively for the PlayStation Portable (PSP).

Unlike the main series entries, Combat Ops emphasizes online multiplayer gameplay with a variety of competitive modes.

Multiplayer Focus The core of Combat Ops is online multiplayer, supporting up to 8 players via ad hoc and infrastructure modes.

Game Modes Features several competitive modes such as death-match, team death-match, capture the flag, and others, emphasizing fast-paced, tactical combat.

Gameplay Mechanics Classic third-person shooting with cover-based combat, weapon customization, and player classes.

Syphon Filter: Combat Ops (2007)

Maps & Settings Includes various multiplayer maps inspired by the series' themes, designed for quick, intense matches.

Syphon Filter: Combat Ops is notable for bringing the franchise into the online multiplayer arena on the PSP, offering a portable competitive shooter experience.

While it doesn't feature the deep stealth gameplay of the core series, it expanded the franchise's presence into multiplayer gaming on the handheld.

Syphon Filter: Combat Ops received Mixed Reviews was Praised for its fun multiplayer modes and gameplay mechanics suited for portable gaming but criticized for limited single-player content and lack of campaign mode.

Syphon Filter: Combat Ops is Recognized as a solid multiplayer shooter on the PSP, appealing to fans of competitive multiplayer action.